
Title: Nightmare Miasma

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After consideration of the effects of the Entropic Residue, the nature of the Nightmare ritual enacted against Sanctus by the lich Kaelthir and lore pulled from our archives regarding the Dark Mist that afflicted Dark Cove until recently, it is believed that a curse of massive proportions can be enacted against Sanctus that may well shake the foundations of power in Malas. This plan could well be an extreme and final extension of the Shadow Mist Ritual we are preparing upon the Void Islands.

As explained in the second batch of notes regarding the Entropic Residue, the powers of the Entropy Field Generator (EFG) can be extended far beyond its normal reach once a suitable bond has connected a place to it. The nightmare ritual that Kaelthir enacted can serve as this connection.

However, the ritual presently lacks a sufficient bond to the EFG to extend the effects of the Shadow Mist into Sanctus.

Therefore, a secondary project will be enacted during the Shadow Mist

Ritual. Insurgents will need to carve a series of suitably blasphemous and entropic runic sigils against the credo of the Lightbringers upon the Sanctan void island and in secret locations upon Castle Blackgard itself. The sigils shall be formed from a specially prepared solution containing distilled Entropic Residue. The exact sigils and words have yet to be determined. Once the sigils are in place and the Shadow Mist Ritual is complete, we shall be able to proceed to the Nightmare Miasma ritual.

As considered before, lore from our archives detailing the effects of the Dark Mist that afflicted Dark Cove after the fall of the Dark Order gives us insight into the nature of necromantic rituals that can fundamentally change the nature of mana in an area. By using this same, though little understood, concept, it is possible for us to use the Shadow Mist and Kaelthir Nightmare ritual to extend the effects of the Shadow Mist into Sanctus itself. The result would undoubtedly involve the release of a severe malaise and series of plagues, both physical and spritual, against our long time foes. The affects of the Shadow Mist, as detailed in other notes, will be extended not merely through the Void Islands but throughout the western continent. A permanent zone of decary and pain, so long as the ritual remained intact.

Further notes to be collated as research continues. Initial studies, however, suggest this project is entirely feasible. Preparations for enacting to begin upon completion of research of Entropic Residue.

As a result, the unclaimed Void Island must be secured so that we may begin collecting the residue in earnest.